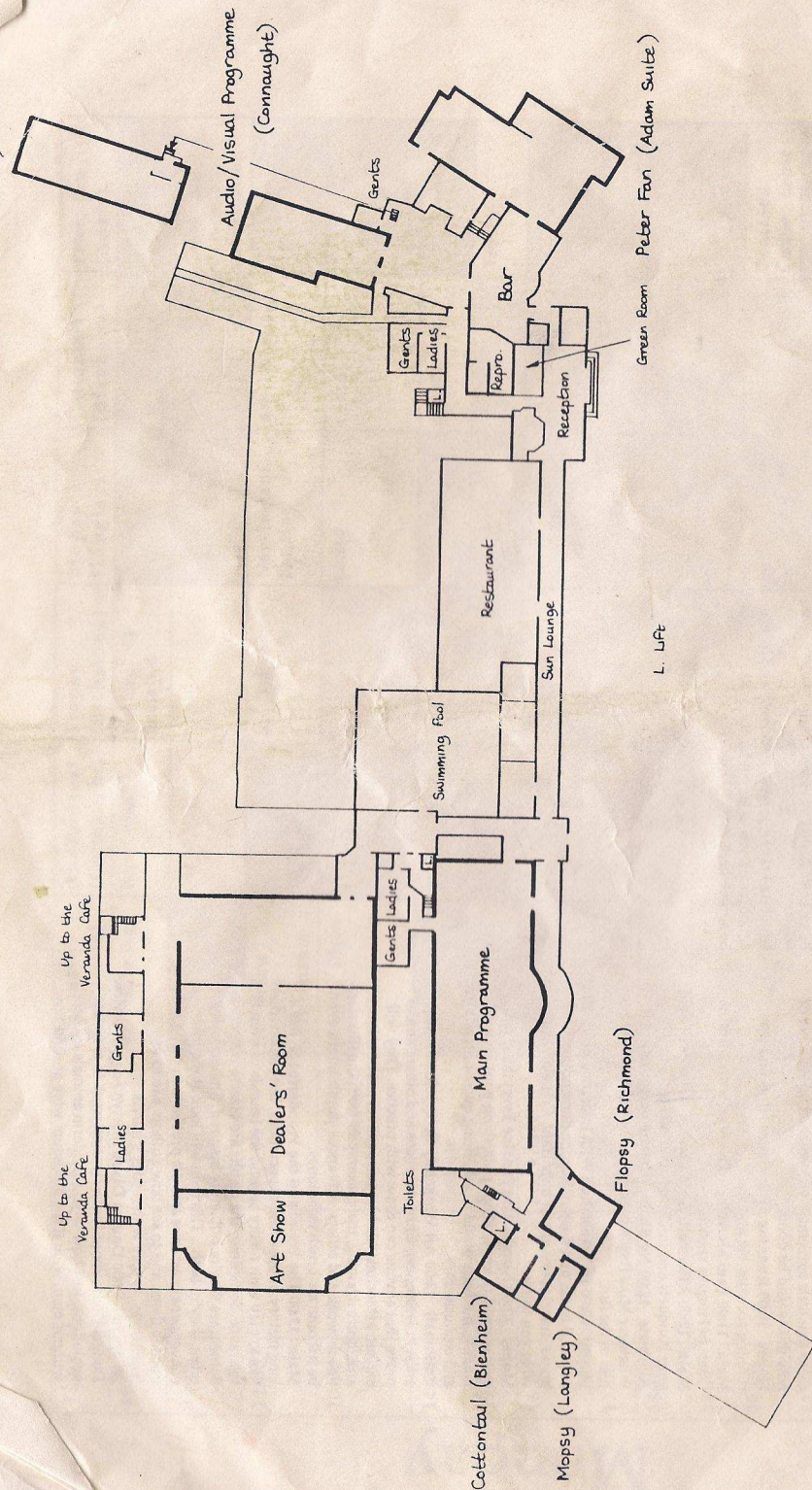


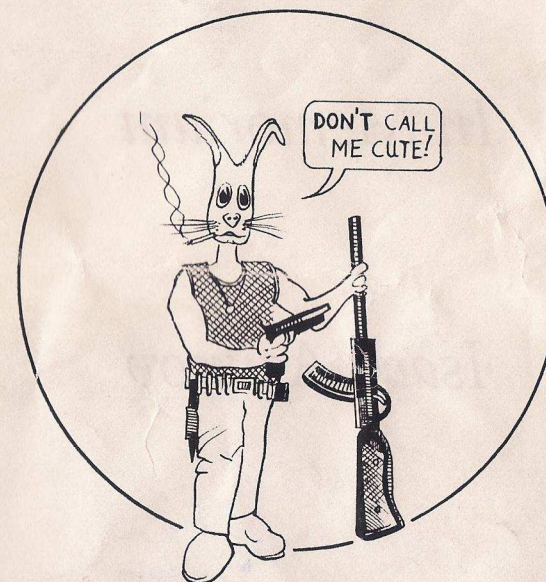
Alternative Programme (Lancastria) 1st Floor



DTC 4/92

Jason

Illumination



READ ME

In Memoriam

Isaac Asimov

Illumination

The 1992 British National Science Fiction Convention
17-20 April at the Norbreck Castle Hotel, Blackpool

READ ME Information Pack

Welcome To the Con

Welcome to Illumination! We all hope that you have a good time here and that you have as few problems as possible. This little booklet is designed to help with this by giving you a handy package with most of the information you are likely to need at the convention. Included here is a complete and up to date programme (though watch out for any update sheets that might be released during the Con), a map of the hotel and its facilities, details of meal times and bar openings, and many other snippets to make Illumination as hassle free for you (and us) as possible. Please look after this booklet, as replacements will cost you 25p, available from Registration.

Badges

The first thing to remember about Illumination is that you **MUST** wear your badge at all times. Your convention badge lets you into all events and the Stewards have instructions to check on anybody not wearing a badge.

Day memberships are valid from the time of purchase until 8 am on the following morning. Associate members are allowed into the films and the dealers room, but not into the programme streams.

General Information

Information on anything connected to Illumination, the hotel, or Blackpool can be obtained from the central Information Desk, located in the hotel lobby, near registration. They have access to restaurant guides, train timetables, and most things that you are likely to need to ask about. In the event that they don't know something, then they probably know someone who does and can contact them. Remember, if in doubt, ask!

Volunteers

Every extra hand helping the convention makes things less work for others and more enjoyable. So, if you'd like to, please volunteer to help. We can cater for all expertises.

If you'd like to help, drop in to the Green Room, or ask at the Information Desk.

VOODOO BOARD

Despite its name (and the typeface) the Voodoo Board is a safe and simple way of contacting people at the con - by sticking pins in them. Here's what you do to contact someone:-

1. Write their name at the top of a card.
2. Write the message underneath.
3. Put the message in the card box in the right place alphabetically.
4. Put a pin in the board by their name.
5. Wait for a response...

To check if you have been Voodooed, look on the board by your name. If there is a pin by it then there is a message waiting for you in the box. Check through the box, and get your message. Once you have read it, throw the message in the bin, and take the pin by your name out of the board, and put it back in the pin box.

It would be helpful if all members would tick off their names when they arrive at the convention.

Newsletter

Chris O'Shea is editing the convention Newsletter. This will be regularly distributed and will include news items and any changes or additions to the programme. If you want to submit anything for publication, please drop in the Repro Room, where he'd be glad to see you. Items may also be left at the Information Desk.

Food

While at the convention, please remember to get at least one proper meal a day! (This is not a joke!!!).

The hotel is abundantly stocked with places to eat and drink. These are shown on the enclosed map. Their opening times are as follows:

Main Restaurant

Breakfast	8.00 am - 10 am
Lunch	1pm - 3pm
Dinner	7pm - 9 pm (6 pm - 8 pm Saturday)

Sun Lounge Coffee Shop and Bar

10 am - 1 am daily

Verandah Cafe, Norcolympia

12 pm - 3 pm daily

Norcolympia Bar

10 am - 6 pm daily

Main Bar

Daily, 10 am until they run out of customers at night.

Fan Room

Coffee	11am - 12 Midday
Tea	3 pm - 4 pm
Bar	5.30 pm - 11 pm

Health Club

The hotel Health Club consists of a Swimming Pool, Gym, and Sauna. It is free to members of the convention who are staying at the hotel, and costs £3.80 a day for anyone not staying there to join. It will be open from 8 am - 9 pm, daily.

Posters

As you will have noticed, the hotel is newly decorated. To help keep it looking nice, we have been asked to make sure that no posters are put up in such a way that the paintwork is marked or damaged. Therefore, DO NOT put any posters up without seeing Ops first. Ops can be found in the Ops room. Any posters we find that have not been cleared with Ops will be removed.

Registration

Registration will be open on Thursday afternoon, 10 am - 10 pm Friday, 10 am - 6 pm Saturday and Sunday, and 10 am to 1 pm Monday.

The Information desk will keep similar hours but will be open later, and will remain open for longer on Monday.

Masquerade

The Masquerade will take place on Saturday night, with all the preparations taking place over Saturday, including a workshop to help you prepare any last minute costumes, or come up with new designs.

If you want to enter the Masquerade, the contact the Information desk or Anne Page for further details.

Auctions

There will be several book, fanzine and art auctions at Illumination. If you have material for these, then please contact the information desk for further information, or let us know at Registration.

Art Show

The Art Show will be in the Norcolympia room, along with the dealers' tables. People with any last minute entries to the art show should make themselves known at the registration desk as soon as possible.

Hotel Check-out

Check out time at the hotel is 10.30. A secure location for any luggage you need to store after checking out will be available. Ask at the Information Desk or Ops to leave luggage there.

Weapons Policy

Please note that in accordance with the law the following rules must be respected by all members of the convention at all times:

1) NO weapons [e.g. swords, bows, guns or sticks (other than medically necessary)] or weapon replica [e.g. real looking pistols] are allowed. This applies especially to hall costumes and includes peace-bonded swords!

2) Weapons or weapon replica which are part of a costume for the masquerade must be wrapped up and hand-carried to the back stage area. They may only be drawn and wielded as part of the performance on stage.

Gaming

There will be a strong Gaming section at Illumination, and you should have received a separate leaflet in your registration pack containing details of the Gaming programme.

The Gaming area is in room 158, one floor up in the North Tower. Details of the Gaming programme will also be available there, and from the Information Desk.

Help Wanted

There are several programme items where your enthusiastic help is particularly needed. Please do come along to these and get involved!

The items where you're needed most are:

Philip K Dick memorial.

The Unknown Programme Item

No Shame Theatre

The Writer's Workshop

Design an Alien

Details of these and all other programme items are included later in this booklet.

Creche

The Creche is situated near to the swimming pool; follow the hotel signs to the Nursery. It will be open at the following times:

Friday	2 pm - 6 pm
Saturday	10 am - 12 pm 2 pm - 6 pm
Sunday	10 am - 12 pm 2 pm - 6 pm
Monday	10 am - 12 pm

Tim Illingworth

As a special encouragement to Tim's ribbon collecting proclivities, Illumination has a special convention ribbon which bears the unmistakable words 'Not Tim Illingworth'. If Tim decides to wear this, it means he wants to buy a drink for everyone who sees him...

You have been warned Tim....

Stewards

To help running Illumination smoothly, there are Stewards and Gophers on duty at all times during the day. Part of their task is to ensure only members of our convention gain access to programme items and other functions. Please make this easy for them by always wearing your membership badge *openly*.

Stewards can be recognised by their bright red ribbons that say STEWARD in large, friendly letters (original one) and they carry radios if on duty. If you have any problems or questions, please approach them for help.

Oliver Gruter-Andrew

Tarot Readings

Phil Bradley, a member of the convention will be giving Tarot Readings for £1 a time, donated to the convention charity. These will be made at a quiet end of the Sun Lounge. See newsletter for details.

Smoking

Smoking is only permitted in programme rooms where indicated by signs. Since some of the programme rooms do not have particularly good ventilation, they have been designated no smoking zones. Smoking elsewhere is permitted if absolutely necessary, though please note that some of the hotel rooms are designated no smoking by the hotel.

Con Desks

These are located in the Norcolympia, near to the Dealer's Tables and the Norcolympia Bar. They will be open at the same time as the Dealer's Room.

If you would like to have a Con Desk to advertise your convention, then please contact Ops before setting up.

Videos

The venue will be in the Audiovisual room (aka the Connaught Room). It will share this room with the film programme and other items needing special audiovisual facilities. The audiovisual room is, for comfort, a NO SMOKING area.

Official programming hours:

Friday 17th April - Sunday 19th April

10:00 - 03:00 (i.e. 10 am - 3 am the following day)

Monday 20th April

10:00 - 18:00 (i.e. 10 am - 6 pm the same day)

(Unofficially, we hope to be up and running late evening on Thursday 16th April or early hours Friday 17th April, and to continue after the rest of the Con closes down - perhaps even into the early hours of Tuesday 21st April: this is of course subject to equipment availability and Hotel sanction)

We use the 24 hour clock to avoid confusion (e.g. 1pm = 13:00 hrs. etc.) and programmes begin on the hours. Where they end well before the hours we will fill the time with a 'Short' tape (tape 'S'). Items related to the themes of Illumination will be included as far as possible - we will have some Japanese Anime. A detailed listing will be on display outside the Video Room each day (by 16:00 hrs the previous day). A summary of programme items will be on display in the main Hotel Foyer and/or near the Registration Desk. Although programmes begin each day at 10:00, 'request' periods (marked 'R' in the Programme) will be available from 9:00 - 10:00, and from 03:00. These are for request items (subject to availability of course) and for repeat programmes (where perhaps you missed them earlier) etc. Leave your request, *in writing please*, with the Video Room Steward.

Young Science Fiction

There will be special programmes for younger Con delegates (marked 'YSF' on programme listing) - we hope you'll enjoy them.

Appeal for Stewards

We need people (especially those with experience of VCRs) for duty in the Video Room. Please volunteer at the Ops Room, or contact me (Dave

Lally).

Abbreviations

We use abbreviations against programme items to save repetition. Therefore, unless otherwise marked, all items in the video programme are full length, colour, full screen films. Abbreviations used:

A	Japanese Anime
B+W	Black and white
ED	English dubbed
EST	English sub-titles
GLO	German language only
JLO	Japanese language only
LBS	Letter-box style (as opposed to full screen)
R	Request periods
S	Short (time-filler)
TV	Television programme
XX1XX	Warning: unsuitable for persons of a nervous disposition
XX2XX	Warning: flashing lights at epileptic frequency
YSF	Especially suitable for younger people (adults welcome as well!)
+(Age)	No one under this age allowed (unless accompanied by parent/guardian)
(Age)PG(Age)	Persons between these ages only allowed with parent/guardian permission

We hope to show at Illumination the UK premiere on video of the full-length version of a celebrated film (not available to the public in the UK). Even the BBC hasn't shown this full version. Watch for announcements.

Our thanks to the video stewards, and to Jim Smith, Julie Ward and Six of One ('The Prisoner' Appreciation Society) for their help.

Enjoy the programme.

Be seeing you!

Dave Lally
Head of Video Programming (the one with the Boater!)

Films

Illumination's films, like the videos, will also be in the Audiovisual Room. We will be showing six films during the convention, the times of which are given in the programme grids overleaf.

Frankenstein Unbound

Roger Corman's adaptation of Brian Aldiss' book of the same title. Starring John Hurt in a tale of gothic novelists and time travel. Find out what really (?) happened at the Villa Diodata where the Shellies and friends came up with Frankenstein and many other horror icons.

The Wizard Of Oz

The Classic Bank Holiday film (it is after all a Bank Holiday). Judy Garland, the Tin Man, the Cowardly Lion and the Scarecrow all set off up the Yellow Brick Road aided and abetted by the Munchkins.

But, after Geoff's talk in the Main programme at 9 pm, you can all reinterpret this film in a new and interesting way. A must for all revisionists!

Stalker

Andrei Tarkovsky's adaptation of the story *Roadside Picnic* by Arkady and Boris Stugatsky. A brooding film with the marvellous images and cinematography you expect from Tarkovsky.

Who Framed Roger Rabbit?

The classic Rabbit movie of our time. Bob Hoskins, Roger Rabbit, and all the stars of Hollywood animation in this Oscar winning extravaganza.

This film is a myxomatosis free zone.

The Hunger

Before Whitley Streiber went batty and started writing about his meetings with extraterrestrials, he was a pretty good writer of horror fiction. *The Hunger* is the film adaptation of his novel of the same name. Starring David Bowie, Susan Sarandon and Catherine Deneuve, and directed by Tony Scott, this is a vampire film with a difference. The lighting and sets combine with the acting and music to make a wonderfully erotic film. A masterful reworking of the vampire myth, and a great example of a horror film that treats its audience as intelligent people.

Repo Man

Alex Cox (yes, him from BBC 2's *Moviedrome*) directs the ultimate punk Los Angeles SF film. Harry Dean Stanton instructs Emilio Estevez in the ways of the Repo Man whilst a 1950s Chevy with something very mysterious in the boot approaches the city. Will the uptight repo men or the more uptight Government agents make contact with the radioactive aliens first? And just which hemisphere of Dr. Cyclops' brain is driving the car anyway?

Thanks to Andy and Tim for providing projection facilities.

Time	General	Main (Ballroom)	Alternate (Lancastria)	Audiovisual (Connaught)	Flopsy (Richmond)	Mopsy (Langley)	Cottontail (Blenheim)	Peter Fan (Adam)
10.00								
11.00								
12.00					Gopher Meeting			
13.00					Green Room Meeting			
14.00								
15.00	Dealers' room opens	Opening Ceremony						
16.00		Fringes Introduction	You didn't want it and now you're not going to get it				Writers Workshop Part 1 - Beginnings	
17.00		TAFF Holiday Snaps	Jim Burns	Into the Electronic Age with Gun and Terminal		SF Theatre introduction		
18.00	Dealers' room closes	Cutting Edge	Anglocentricon	contd				
19.00		SF Foundation	Alternative Space Travel Proposals	Frankenstein Unbound		Instant Fanzine		
20.00		Asimov	Urban Myth	contd	Birth of the Unknown Programme Item	contd		A new fan's guide to other fans
21.00		Wizard of Oz thing	How did we get Here from There	Turkey Reading				Perceptions of Fandom
22.00		Golden Oldies of Filk	Unspeakable Weaponry	The Wizard of Oz		Storytelling		Eine Kleine Nacht Party
23.00		Filking		contd		contd		So you want to run the convention

Flopsy 12:00 Gopher Meeting Meeting to organise rotas for people helping at the convention.

Flopsy 13:00 Green Room Meeting Meeting for anyone helping run the Green Room.

Main 15:00 Opening Ceremony Up come the lights ...

Main 16:00 Fringes Introduction This is the first pass at the programme. The intention is more to do a survey to introduce the various subthemes than to produce any profound conclusions. The item is meant to look over the broad church we call SF and see what various different authors have made of it ... especially those who don't sit comfortably under the genre heading.

Alternate 16:00 You didn't want it and now you're not going to get it The items we wanted to stage but couldn't be bothered to! The items the people demanded, but not very loudly! The items the structure required but the programmers didn't think of in time! Steve Lawson's shirt!

Cottontail 16:00 Writers Workshop Part 1 - Beginnings The workshop aims to bring together writers new and established with editors and magazine readers to discuss how to start a piece. Sample openings and famous 1000 words will be provided for group discussion and criticism. MSS for Sunday's discussion will be collected at this time. Extracts from novels, short stories, plays, poems, film scripts, ideas for games, science-fiction or fantasy up to 1000 words only please.

Main 17:00 TAFF Holiday Snaps Forget the photographs, Pam and Jeanne Bowman talk about their TAFF trips and experiences in each other's countries, and answer any TAFF-related questions the audience throw at them!

Alternate 17:00 Jim Burns Jim gives an illustrated talk about his work.

Audiovisual 17:00 Into the Electronic Age with Gun and Terminal How do I get on electronic mail, who can I talk to, how weird is the stuff from America, how much does it cost? Find out tonight, with demonstrations of Cix, Compuserve, Telecom Gold, Usenet, Econet and even a filk bulletin board. Great for organising your convention too!

Mopsy 17:00 SF Theatre introduction A SF Theatre workshop, where Geoff encourages people to prepare a tribute to Phillip K Dick to be performed on Monday.

Come along to this introductory meeting, where details and rehearsals will be thrashed out.

Main 18:00 Cutting Edge If science fiction is moving ever forward, with new ideas constantly replacing the old, then where is the frontier now, and where is it going? After the cyberpunk revolution radically upped the technological ante, can hard-science stay on the cutting edge, or will the interesting new ideas be from elsewhere, maybe just drawing on the technological legacy. Does this mean we will enter a period of stagnation during the assimilation process. Who will have the new ideas?

Alternate 18:00 Anglocentricon Are conventions too heavily centred on English and English speaking conventions? Is this inevitable? Can it be got around? Should Worldcons plan on running items in other languages. Are English-speaking fans arrogant old nasties?

Main 19:00 SF Foundation With the news that the Poly of East London is ceasing funding the SF FOUNDATION library and journal, the Friends of Foundation present the facts, ask for help, collect money, etc ...

Alternate 19:00 Alternative Space Travel Proposals Many people have suggested alternatives to the current rockets used for launching payloads at \$6,000 per kg. Some are flawed, some are attractive, but you cannot trust the big-money space agencies to choose the best. Colin Jack will be taking a sympathetic but skeptical look at proposals ranging from antimatter rockets to giant guns, and discussing lateral thinking in engineering in a broader sense. Any questions and novel ideas welcome.

Mopsy 19:00 Instant Fanzine Chris O'Shea demonstrates the newsletter tech, showing just how easy it is to do your own fanzine.

Main 20:00 Asimov A tribute to Isaac Asimov.

Alternate 20:00 Urban Myth Be it playground rumour, technical legend, horrific tale or superb joke, urban legend is a very strong part of our culture. Just how do modern myths start and propagate, are any of them true?

Flopsy 20:00 Birth of the Unknown Programme Item Another a repeat of the successful Contrivance item where people gather to put together their own pro-

gramme item to be run later in the weekend.

Peter Fan 20:00 A new fan's guide to other fans Stereotypes to avoid in fandom, and an introduction to voting for the Silly Awards.

Main 21:00 Wizard of Oz thing Geoff explains the deeper meaning of the Wizard of Oz.

Alternate 21:00 How did we get Here from There SF may be the single most important literary movement of the 20th Century. How did it evolve from humble beginnings, what were the milestones along the way? How significant were figures like Gernsback, Campbell, Asimov and Heinlein. A talk with slides from Peter Weston.

Audiovisual 21:00 Turkey Reading Truly dreadful books and video clips. Make Peter Garratt stop and give money to the baby care charity.

Peter Fan 21:00 Perceptions of Fandom People involved in one area of fandom describe their perceptions of other areas before jumping fences to see what they're really like.

Main 22:00 Golden Oldies of Filk Come along to sing, request your favourites, in this orgy of nostalgia

Alternate 22:00 Unspeakable Weaponry How to destroy Milton Keynes with the minimum/maximum fuss. Come along and take part in this floating panel, the more silly ideas the better.

Audiovisual 22:00 The Wizard of Oz Was Geoff right? See the film in a new light tonight.

Mopsy 22:00 Storytelling Come and gather round the candles and spin a yarn.

Peter Fan 22:00 Eine Kleine Nacht Party Come and meet the Germans, the Europeans, the Brits, and just about everyone else too! Lass uns zusammen das berühmte Norbreckschlossgetränk wahnsinnig gern trinken! A party hosted by the Committee of the Science Fiction Club Deutschland (SFCD) and by the local group, the SFCD Regionalgruppe Grossbritannien.

Peter Fan 23:00 So you want to run the convention How many times have you thought "I could do better than THIS" about a con? Well, now's your chance - a game for neos and pros! Everything from how to get cash for drinks to what do you do when the bouncy castle goes missing! Come and have a go.

Saturday

Time	General	Main (Ballroom)	Alternate (Lancasteria)	Audiovisual (Connaught)	Flopsy (Richmond)	Mopsy (Langley)	Cottontail (Blenheim)	Peter Fan (Adam)
10.00	Masquerade Tech call 8.30, rehearsal 9.00. Dealers' room opens at 10.00	Book Auction	Russian Space Program	Stalker				
11.00		contd	Electronic Publishing	contd	Masquerade Workshop			Coffee and Convivial Conversation
12.00		Clute on the Encyclopedia	Why Media Fandom		contd	DIY Urban Myth	No Shame Theatre Introduction	Disembodied Voices
13.00		The Literary Tradition of Horror - Betrayed?	51st State	Pathfinder	contd	contd		
14.00		Paul McAuley						
15.00		Go Filk Yourself	Illuminated Manuscripts	1993 PR			Co-operative Games	Tea and signings
16.00	16.30 Villains signing session	The Green and the Grey	Alien Introduction	Multi-media Quiz			BSFA AGM	Now we are Sick
17.00	and launch party in NorcOlympia	Geoff Ryman						
18.00	Dealers' room shuts	Masquerade Setup	Lost in the Library of Babel - Researching Chung Kuo	Roger Rabbit		How to be Green		Lucid Dreaming 1
19.00		Masquerade Photocall		contd	Masquerade Participants meeting	contd		The Floating Mast
20.00		Masquerade						
21.00	Fireworks at 21.30							
22.00		Thomas the Rhymer	Martin's Party and Souwester Bid Party			Cracon Game		Disco Inferno
23.00		contd, then Filking	contd			contd		contd

Main 10:00 Book Auction Pile 'em high, sell 'em cheap with Roger Robinson and Brian Amerigen.

Alternate 10:00 Russian Space Program Gerry Webb, fresh from Moscow, hosts a question and answer session on the state of the Russian Space Programme.

Alternate 11:00 Electronic Publishing The printed page is no longer the only option for the distribution of information: we're beginning to see this already in the reference book arena with CD-ROMs and on-line databases, and while fiction may lag behind its hard to believe its immune. What will new 'books' look like: hypertext, multimedia, conference, group-ware etc.

Main 12:00 Clute on the Encyclopedia John Clute and Paul Barnett explain the current state of the project.

Alternate 12:00 Why Media Fandom Prisoner, Star Trek, Film and Anime fans try to pass on their enthusiasm to others, explaining just what delights them about their hobby.

Mopsy 12:00 DIY Urban Myth Join Rob Holdstock to discuss what makes a good urban myth, write you own, tell your friends!

Cottontail 12:00 No Shame Theatre Introduction Mike Ibeji gets people involved in some amateur dramatics to be performed on Monday.

Peter Fan 12:00 Disembodied Voices Anne interviews Yoyo Timecode about her work in realistic artificial speech - the voices of the future.

Main 13:00 The Literary Tradition of Horror - Betrayed? Has modern horror honoured or betrayed its literary heritage?

Alternate 13:00 51st State A discussion on the future of Britain and Europe in the light of the 'New World Order'. Has Britain become a cultural satellite of the USA, are we striving for or drifting towards Americanisation. Will 1992 and European Union save this off? Do we need to, or is Ivan just paranoid?

Audiovisual 13:00 Pathfinder For the first time at any Eastercon: Pathfinder! A quiz combining SF and fantasy trivia questions with elements of topology and strategy. Watch as three teams battle it out. Peter Wareham asks the questions, and Gwen Funnell is your guide through the maze.

Main 14:00 Paul McAuley David Pringle interviews Paul.

Main 15:00 Go Filk Yourself A bun-fight in which one side decry filk as (a) elitist, (b) annoying, (c) not very good, (d) none of the above, while the other side exercises considerable constraint. The idea is not to needlessly savage innocent filkers, but the measure the depth and nature of hostility towards filk. It might even get people curious enough to find out what all the fuss is about.

Alternate 15:00 Illuminated Manuscripts Just what about a picture grabs your attention, and stops you turning the pages. Our panel explain what makes them tingle.

Audiovisual 15:00 1993 PR The Helicon mob do amazing things with computer controlled slide projectors.

Cottontail 15:00 Co-operative Games Come and sit without chairs, play Falling Leaf, Skinless Snake and even get knotted!

Peter Fan 15:00 Tea and signings Come and combine a nice cuppa with a signing by Freida Warrington, Anne Gay and the Now we are Sick crowd.

Main 16:00 The Green and the Grey Is technology the source or solution of our current problems. Can we only survive though lowering our technology or reaching the stars? Is there a middle ground?

Alternate 16:00 Alien Introduction Just how strange will aliens be? With the whole universe to play with, are the limits defined by science or our imagination? An expert team discuss what could happen on other planets, and roundly condemn all those men in rubber suits. After this, just what will evolve in the bar tonight for the workshop tomorrow?

Audiovisual 16:00 Multi-media Quiz 2 teams of experts in SF literature, films and music battle it out to become Illumination Multimedia Champions in this entertaining quiz.

Cottontail 16:00 BSFA AGM The AGM of the British Science Fiction Association

Peter Fan 16:00 Now we are Sick The Authors read selections from their new anthology of Nasty Verse.

Main 17:00 Geoff Ryman John Clute interviews Geoff.

Main 18:00 Lost In the Library of Babel: Researching Chung Kuo A talk by David Wingrove on the problems and delights of researching a large-scale future

history, followed by a question and answer session.

Mopsy 18:00 How to be Green Come and discuss what does it mean to be environmentally friendly.

Peter Fan 18:00 Lucid Dreaming 1 Continue the convention in virtual time! Don't let sleep stop you. Graham Joyce will be conducting a Lucid Dream Workshop over two days. Meet up during your sleep in a mutual dream, where, it is promised, the bar will be free. Workshop includes techniques for triggering lucid dream-state and for incubating dreams. Come for a giggle, come for real. This meeting will introduce and initiate the activity, and will plan the second workshop tomorrow.

Peter Fan 19:00 The Floating Mast A talk by Anne Gay on the experience of sitting down to start writing a novel.

Main 22:00 Thomas the Rhymer Ellen Kushner, author of World Fantasy award winning Thomas the Rhymer, presents a dramatic presentation of the novel, with excerpts linked by traditional ballads and musical fragments.

Alternate 22:00 Martin's Party and Souwester Bid Party Help celebrate Martin Hoare's 40th Birthday and see the 1994 Eastercon bid for Bristol, have a drink too!

Mopsy 22:00 Cracon Game Escape (?) to a really dreadful con with Bridget Wilkinson.

Peter Fan 22:00 Disco Inferno Dance 'til 2, discover the guests' favourite hits.

NARY
VIDEO
SCOT
WCTV
BAXTE
+VIDEO

SP SONTAL
10.00
M/KC
H

Time	General	Main (Norbreck)	Alternate (Lancastria)	Audiovisual (Connaught)	Flopsy (Richmond)	Mopsy (Langley)	Cottontail (Blenheim)	Peter Fan (Adam)
10.00	Dealers' room opens	Art Auction	Short Scientific Talks					
11.00		contd	New and Amateur Writers	Chronoclasm video	Build an alien	Writer's Workshop 2 - Wonderful Darling, I loved it!		Coffee and Convivial conversation
12.00		1994 Bidding	contd	The Hunger	contd	contd	Building blueprints	
13.00		contd	Science Fiction Scruples	contd	contd	contd	contd	
14.00		Pam Wells						
15.00		Publishing 1992	In Dreams	Sim Earth	Chris Achilleos, Jim Burns and you		National Student SF meeting	Tea Time
16.00		Ghosts of Honour	Interzone - the first 10 years	contd	contd		contd	Fanzine Auction
17.00	Gollancz party in Norc	Geoff Ryman						
18.00	Dealers room closes	Debate - SF doesn't need its roots	1992 and all that		Lucid Dreaming 2	Very Silly Games		Unknown Programme Item
19.00		contd	Angela Carter Retrospective		contd	Cabaret planning meeting		Silly Award Ceremony
20.00		Awards						
21.00		Cabaret	Travails of a Mad Inventor					
22.00		contd	Build Your Own Religion		Glasgow Party	Atlanta Party		TAFF Auction
23.00		Filking			contd	contd		

Alternate 10:00 Short Scientific Talks A few fascinating snippets on science every SF fan should know about.

Alternate 11:00 New and Amateur Writers Up-and-coming authors talk about their work, publishers talk about new prospects in this pop-on-and-off-the-stage extravaganza.

Audiovisual 11:00 Chronoclasm video See how Chronoclasm's cabaret went, and start rehearsing for tonight.

Flopsy 11:00 Build an alien Play God for a few hours. Draw, sculpt and discuss your ideas for aliens. How did they evolve, how do they move, what do they eat, what eats them? Jack Cohen, James White and Dougall Dixon explain tricks of the trade to get practical creatures that are truly different. [The best programme item of the lot - JRB].

Mopsy 11:00 Writer's Workshop 2 - Wonderful Darling, I loved it! Group discussion on previously submitted work. Positive feedback, titbits from editors, suggestions for improvements and pointers for markets. The second part will be a discussion of famous scenes from Bestsellers. Why and how do they work. Anyone can join the workshop, even if they missed the Friday session.

Main 12:00 1994 Bidding The bidding session for the 1994 Eastercon.

Cottontail 12:00 Building blueprints How can we reconcile ecological issues with the demand for higher standards of living? However much we blue-tack up the gaping holes in our present morality, we will still need to make concrete plans to save the world. What sort of blueprint can we realistically make for future society?

Alternate 13:00 Science Fiction Scruples Humanity has been contacted by a Galactic Federation who now wish to vet us for ideological soundness, whether they should let us join their bureaucratic organisation, or quarantine us safely on Earth. Watch the proceedings of the Admissions subcommittee as they question the Earthlings, some keen on membership, some not. Your presence counts! Come along and vote them back to the stone age, pose awkward questions to make them squirm!

Main 14:00 Pam Wells Pam is interviewed by Anne

about her life in fandom.

Main 15:00 Publishing 1992 What changes will 1992 have for British publishing, how will the huge base of foreign (and especially Eastern European) fans keen on English-Language SF be catered for? Will British fans look towards other languages, how will the publishing industry cope with de-regulation and foreign imports?

Alternate 15:00 In Dreams A discussion of popular culture, and blatant plug for the book.

Audiovisual 15:00 Sim Earth Come and re-evolve the Earth in this mass participation run of the computer game. Hosted by James Steel.

Flopsy 15:00 Chris Achilleos, Jim Burns and you Chris, Jim and the audience chat informally about Chris' SF artwork.

Cottontail 15:00 National Student SF meeting

Main 16:00 Ghosts of Honour What has become of literature since some of its greatest names have died? Wouldn't it be in so much better shape if they were still around? Some famous dead authors expound dyspeptically (we hope) on what they did to the world and how their legacy has been treated.

Alternate 16:00 Interzone - the first 10 years How has Interzone changed British SF over the last decade, what happens next?

Peter Fan 16:00 Fanzine Auction Proceeds to Friends of Foundation.

Main 17:00 Geoff Ryman Geoff reads from his new book 'Was'.

Main 18:00 Debate - SF doesn't need its roots Peter Weston and Phil Raines start the debate on the strength of the links between the old and new in Science Fiction, Mic Rogers controls the babble from the floor.

Alternate 18:00 1992 and all that What will the dramatic changes in Europe mean for SF and the world?

Flopsy 18:00 Lucid Dreaming 2 The second of Graham Joyce's workshops. For more details see Lucid Dreaming 1 on Saturday.

Mopsy 18:00 Very Silly Games Your chance to define, and possibly even play, games such as Leninist Monopoly and Pro-Celebrity Koran Interpretation. Matt Bishop will attempt to keep order and possibly award the teams some points now and then.

Peter Fan 18:00 Unknown Programme Item What

have Mike Ibeji and his gang been plotting? I don't know.

Alternate 19:00 Angela Carter Retrospective Readings and discussion to salute the writer.

Peter Fan 19:00 Silly Award Ceremony How silly can Anne get?

Main 20:00 Awards The Awards Ceremony, hosted by Ramsey Campbell, where we hand out the Eastercon, BSFA, Doc Weir and Ken MacIntyre awards.

Main 21:00 Cabaret Bring out your dead genre sketches, amateur dramatics and silly songs. On loan from the -asm's, the cabaret is for all, ability is not a barrier here.

Alternate 21:00 Travails of a Mad Inventor Big money science has got stuck in a rut, persuing ideas like the hypersonic aircraft invented more than 50 years ago. Are there really no new ideas, why haven't they been taken up, are they really sound? Colin Jack takes a light-hearted look at his own ideas and others, and (possibly) leads a jihad against the scientific-industrial-military establishment.

Alternate 22:00 Build Your Own Religion Deep down, underneath that innocent exterior, most people want to be L Ron Hubbard. Or at least that's what we'd like them to believe, as this item, an informal discussion-panel-game-bar-chat type of affair, will educate them on how exactly to go about building a religion.

Flopsy 22:00 Glasgow Party Help support the bid for the 1995 Worldcon. Have a drink too!

Mopsy 22:00 Atlanta Party Support the bid for the 1995 Worldcon. Have a drink too!

Peter Fan 22:00 TAFF Auction These raunchy TAFF women will sell anything from condoms to comics!

Time	General	Main (Ballroom)	Alternate (Lancastria)	Audiovisual (Connaught)	Flopsy (Richmond)	Mopsy (Langley)	Cottontail (Blenheim)	Peter Fan (Adam)
10.00	Dealers' room opens	Auction Overflows	Terraforming Mars	Repo Man	Running SF Societies			
11.00		Paul McAuley - The Man with 2 Brains		contd	contd			Coffee and Convivial conversation
12.00		Aftermath	No Shame Theatre performance		In Translation	Non-Instant Fanzine	Art Workshop	
13.00		The Weird and the Wonderful	Dougal Dixon			contd	contd	
14.00		Phillip K Dick Tribute					contd	
15.00	Dealers' room closes	Pam Wells						Tea
16.00		Blackpool Vanishes						
17.00								
18.00								
19.00								
20.00								Deceased Canine Soiree
21.00								
22.00								
23.00								

Alternate 10:00 Terraforming Mars If our descendants ever decide to terraform a planet, they will start with Mars. Methods of terraforming Mars were discussed recently at a NASA meeting at the Ames Research Centre. Martyn Fogg, an attendee of the meeting, will show that little agreement was reached on whether or how this would be done.

Flopsy 10:00 Running SF Societies Hints and tips on running societies big and small.

Main 11:00 Paul McAuley - The Man with 2 Brains Guest of Honour speech.

Main 12:00 Aftermath Alice Lawson and co will field your bouquets and brickbats about the con.

Alternate 12:00 No Shame Theatre performance Whatever Mike Ibeji's been up to, it's bound to be good. Join in the fun.

Flopsy 12:00 In Translation With Interzone producing a special issue, and Eastern Europe demanding more books, translations are all important. Come and say what you think.

Mopsy 12:00 Non-Instant Fanzine Everything you ever wanted to know about publishing your own fanzine, but were afraid to ask. Bring questions, advice and enthusiasm.

Cottontail 12:00 Art Workshop Colin Johnson (con artist in residence), Chris Achilleos and others aim to prove that anyone can draw with practice. They will explain art techniques like perspective, use of colour, and figure drawing, using examples from the Illumination artwork and others. Advanced pupils might even be led onto air-brush techniques.

Main 13:00 The Weird and the Wonderful SF has a long history of upsetting expectations, but some writers like to play with reality beyond the bounds of even SF's tolerance. Sometimes the results are bizarre nonsense. Sometimes they're brilliantly inspired. Embarrassingly often, they're both... This item will look at the limits of conventional narrative and the problems in going outside them, and to see how authors like to use 'weirdness' to play with reader's minds.

Alternate 13:00 Dougal Dixon Martyn Fogg interviews Dougal Dixon about his fascinating work in alternate evolutions. Just how would modern animals evolve without man, what if the dinosaurs were around now.

Main 14:00 Phillip K Dick Tribute Find out what kind of tribute Geoff's theatre workshop have come up with.

Main 15:00 Pam Wells Pam reads her favourite selections from both her fanzine writings and others.

Main 16:00 Blackpool Vanishes Wave it all goodbye.

Peter Fan 20:00 Deceased Canine Soiree Need we say more?

Hotel de France, Jersey, 1993 Helicon The Eastercon jamboree moves to Jersey for the 1993 event! Be there or be somewhere else...